

Jedi Battlemaster



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Jedi Battlemaster

27

Hit Points

110

Defense

19

Attack

11

Damage

20



Special Abilities

Melee Attack; Double Attack

Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)

Force Powers

Force 4

Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)

Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)



1/40 ♦

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Jedi Crusader



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Jedi Crusader

23

Hit Points

80

Defense

18

Attack

10

Damage

20



Special Abilities

Melee Attack; Double Attack

Affinity (A character whose name contains Malak or Revan may be in your squad regardless of faction)

Force Powers

Force 3

Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

When Revan and Malak ignored the mandates of the Council and called for war against the Mandalorians, many impulsive young Jedi joined their crusade.



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The Jedi Exile



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The Jedi Exile

49

Hit Points

120

Defense

20

Attack

14

Damage

20



Special Abilities

Unique. Melee Attack; Double Attack Empathy (Allies with Savage within 6 squares lose Savage)

Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)

Force Powers

Force 2. Force Renewal 1

Force Defense (Force 3: Cancel a Force power used by a character within 6 squares)

Force Repulse 3 (Force 3, replaces turn: 3D damage to all characters within 3 squares; push back Huge or smaller characters to 4 squares from this character. Huge or smaller characters are considered activated this round: save 1L.)

Commander Effect

Allies within 6 squares gain **Extra Attack** (On its turn, this character can make 1 cumulative extra attack instead of moving).



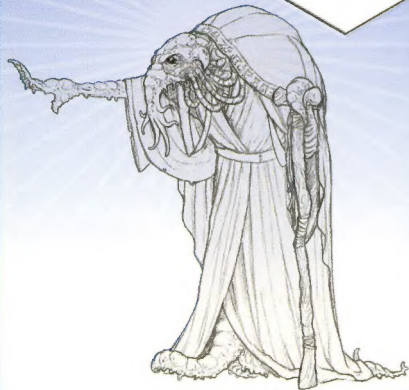
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Vodo-Siosk Baas



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Vodo-Siosk Baas

44

Hit Points

120

Defense

22

Attack

15

Damage

20

Special Abilities

Unique

Melee Attack; Double Attack

Parry (When hit by a melee attack, this character takes no damage with a save of 11)

Force Powers

Force 5

Force Alter (Force 1: range 6; any 1 enemy rerolls its last attack)

Force Spirit 4 (If this character is defeated, immediately add 4 Force points to an ally with a Force rating; that ally can spend Force points 1 extra time per turn for the rest of the skirmish)

Master of the Force 2 (May spend Force points up to 2 times in a single turn)

Master Vodo trained several notable Jedi, including Nomi Sunrider and the fallen Exar Kun.



4/40 ★

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Darth Maul, Sith Apprentice



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Darth Maul, Sith Apprentice

43

Hit Points

110

Defense

20

Attack

11

Damage

20

Special Abilities

Unique

Melee Attack; Triple Attack

Vaapad Style (Scores a critical hit on an attack roll of natural 18, 19, or 20)

Force Powers

Force 2

Knight Speed (Force 1: This character can move 4 extra squares on his turn as part of his move)

Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

Sith Rage (Force 1: +10 Damage on all attacks this turn)

The Zabrak Maul abandoned all trace of his former identity when he took on his Sith name.



5/40 ★

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Darth Plagueis



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Darth Plagueis

63

Hit Points

120

Defense

20

Attack

13

Damage

20



Special Abilities

Unique. Melee Attack

Parry (When hit by a melee attack, this character takes no damage with a save of 11)

Force Powers

Force 2. Force Renewal 2

Essence of Life (Force 2: When a living ally within 6 squares would be defeated, that ally makes a save of 11. On a success, that ally has 10 Hit Points instead of being defeated.)

Force Corruption 3 (Force 3, replaces turn: range 6, non-Droids only; target and each character adjacent to that target take 30 damage and are corrupted. Each time a corrupted character activates, it must attempt a save of 11. On a failure, that character takes 30 damage. On a success, that character is no longer corrupted.)

Force Corruption 4 (Force 4, replaces attacks: range 6, non-Droids only; 40 damage, and target is corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, that character takes 40 damage. On a success, that character is no longer corrupted.)

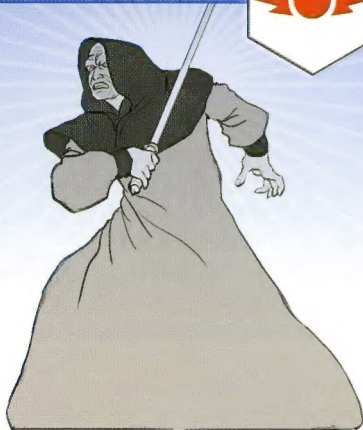


6/40 ★

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Darth Sidious, Sith Master



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Darth Sidious, Sith Master

57

Hit Points

120

Defense

19

Attack

15

Damage

20



Special Abilities

Unique. Melee Attack; Triple Attack

Force Powers

Force 2. Force Renewal 1

Force Lightning 2 (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)

Master of the Force 2 (May spend Force points up to 2 times in a single turn)

Pawn of the Dark Side (Force 1, replaces attacks: sight; 1 non-Unique ally takes an immediate turn, which does not count as one of your 2 activations this phase; at the end of that turn, it takes 10 damage)

Commander Effect

At the end of this character's turn, 2 allies within 6 squares of this character can switch positions.

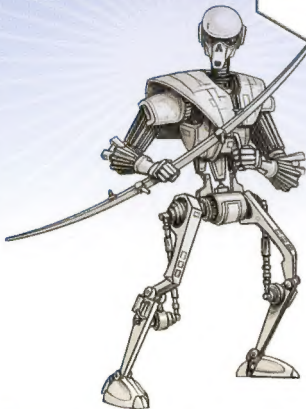


7/40 ★

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Krath War Droid



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Krath War Droid

18

Hit Points

40

Defense

18

Attack

11

Damage

20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Melee Attack (Can attack only adjacent enemies)

Double Attack (On its turn, this character can make 1 extra attack instead of moving)



The savage and bloodthirsty Krath fought beside these droids to overwhelm their opponents with sheer numbers.



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Naga Sadow



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Naga Sadow

64

Hit Points

140

Defense

21

Attack

14

Damage

20



Special Abilities

Unique. Melee Attack; Double Attack
Virulent Poison +20 (+20 Damage to living enemy; save 16)

Force Powers

Force 2. Force Renewal 1

Force Storm 2 (Force 2, replaces attacks: 20 damage to all adjacent characters)

Illusion (Force 1: When hit by an attack, this character takes no damage unless the attacker makes a save of 11)

Master of the Force 2 (May spend Force points up to 2 times in a single turn)

Sith Sorcery (Force 2, usable only on this character's turn: Enemies within 6 squares are considered activated this round; save 11)



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Sith Apprentice



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Sith Apprentice

22

Hit Points

80

Defense

17

Attack

10

Damage

20



Special Abilities

Melee Attack (Can attack only adjacent enemies)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Force Powers

Force 3

Force Grip 1 (Force 1, replaces attacks: sight; 10 damage)

Lightsaber Throw 2 (Force 2, replaces attacks: Choose 1 target enemy within range 6. Make 2 attacks against that target.)

Each Sith Master trained an apprentice, sometimes called a Shadow Hand.



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Sith Lord



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Sith Lord

23

Hit Points

90

Defense

18

Attack

9

Damage

20



Special Abilities

Melee Attack (Can attack only adjacent enemies)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Force Powers

Force 4

Force Lightning 2 (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)

Lightsaber Assault (Force 1, replaces attacks: Make 2 attacks)

Sith Lords are the undisputed masters of the dark side, ruling over worlds, commanding fleets, and plotting the overthrow of the Jedi.



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Antarian Ranger



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Antarian Ranger

12

Hit Points

40

Defense

15

Attack

7

Damage

20

Special Abilities

Affinity (This character may be in a New Republic or Old Republic squad)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Synergy (+4 Attack and +4 Defense while an allied character with a Force rating is within 6 squares)



The Antarian Rangers were formed 600 years before the Clone Wars to serve alongside the Jedi.



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The Dark Woman



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The Dark Woman

21

Hit Points

110

Defense

19

Attack

10

Damage

20



Special Abilities

Unique

Melee Attack

Light Tutor (At the start of the skirmish, choose an ally. If that ally does not have a Force rating, it gains **Force 1** and can spend this Force point normally; it is considered to have a Force rating for the rest of the skirmish. If that ally already has a Force rating, it gains 1 Force point.)

Force Powers

Force 4

Force Cloak (Force 2, replaces turn: For the rest of the skirmish, this character gains **Cloaked** [If this character has cover, she cannot be targeted by nonadjacent enemies])

Force Phase (Force 1: Can move through walls this turn)



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Grand Master Yoda



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Grand Master Yoda

55

Hit Points

150

Defense

22

Attack

15

Damage

20



Special Abilities

Unique. Melee Attack; Double Attack Ataru Style Mastery (+4 Attack and **Twin Attack** [Whenever this character attacks, he makes 1 extra attack against the same target] if exactly 1 enemy is within 6 squares)

Force Powers

Force 3. Force Renewal 1

Force Defense (Force 3: Cancel a Force power used by a character within 6 squares)

Lightsaber Defense (Force 1: When hit by an attack, this character takes no damage with a save of 11)

Lightsaber Throw 3 (Force 3, replaces turn: Choose 1 enemy within line of sight, ignoring cover. Make an attack against the chosen enemy and against each character adjacent to that enemy.)

Commander Effect

Followers within 6 squares get +3 Attack and +3 Defense.



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Heavy Clone Trooper



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Heavy Clone Trooper

13

Hit Points

20

Defense

14

Attack

9

Damage

30



Special Abilities

Order 66

Heavy Weapon (Can't attack and move in the same turn)

These heavy weapons specialists supported the ranks of the Republic's clone troopers.



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Master K'Kruhk



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Master K'Kruhk

52

Hit Points

150

Defense

20

Attack

12

Damage

30



Special Abilities

Unique

Melee Attack; Double Attack

Avoid Defeat (Whenever this character would be defeated, make 2 saves, each needing 11; if both succeed, this character has 10 Hit Points instead of being defeated)

Force Powers

Force 4

Force Heal 20 (Force 2, replaces attacks: touch; remove 20 damage from a living character)

Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)



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Qui-Gon Jinn, Jedi Trainer



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Qui-Gon Jinn, Jedi Trainer

24

Hit Points

90

Defense

19

Attack

12

Damage

20

Special Abilities

Unique

Melee Attack; Double Attack
Ataru Style (+4 Attack if exactly 1 enemy is within 6 squares)

Force Powers

Force 4

Force Push 1 (Force 1, replaces attacks: range 6; 10 damage; push back target 1 square if Huge or smaller)

Jedi Mind Trick (Force 1, usable only on this character's turn: range 2; target living enemy is considered activated this round and cannot make attacks of opportunity this turn; save 11)

Commander Effect

Allied characters with a Force rating and with a printed Attack rating of 10 or less get +4 Attack.



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Youngling



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Youngling

5

Hit Points

10

Defense

15

Attack

2

Damage

20



Special Abilities

Melee Attack (Can attack only adjacent enemies)

Affinity (This character may be in an Old Republic squad)

Force Powers

Force 1

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of II)

New recruits to the Jedi Order are known as younglings until chosen by a Jedi Knight or Master for apprenticeship

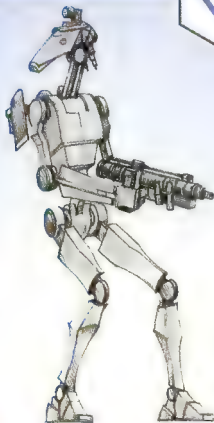


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Rocket Battle Droid



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Rocket Battle Droid

6

Hit Points

10

Defense

12

Attack

2

Damage

10

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Flight (Ignores difficult terrain, enemy characters, low objects, and pits when moving)



"Time to put the squeeze on them."



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Disciple of Ragnos



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Disciple of Ragnos

20

Hit Points

50

Defense

17

Attack

5

Damage

10



Special Abilities

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 2. Force Renewal 1

Force Corruption 2 (Force 2, replaces attacks: range 6, non-Droids only; 20 damage, and target is corrupted. Each time the corrupted character activates, it must attempt a save of 11. On a failure, that character takes 20 damage. On a success, that character is no longer corrupted.)

Force Lightning 2 (Force 2, replaces attacks: range 6; 30 damage to 1 target and 2 characters adjacent to that target)

These Sith cultists plan to resurrect the ancient Sith Lord Marka Ragnos.



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Imperial Sentinel



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Imperial Sentinel

51

Hit Points

160

Defense

20

Attack

12

Damage

40

Special Abilities

Speed 8

Melee Attack (Can attack only adjacent enemies)

Melee Reach 2 (When attacking, this character treats enemies up to 2 squares away as adjacent)



Created through a dark mix of Sith alchemy and cloning technology, these mute giants are entirely under the control of their master



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Reborn



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Reborn

9

Hit Points

30

Defense

15

Attack

7

Damage

20



Special Abilities

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 1

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

The Reborn were created by imbuing the power of the Force into those not born with it. They served as foot soldiers for the Dark Jedi of the Empire Reborn.



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Stormtrooper



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Stormtrooper

5

Hit Points

10

Defense

16

Attack

4

Damage

10



"The clone troopers, now proudly bearing the honorable rank of Imperial stormtroopers, have tackled the dangerous work of fighting our enemies on the front lines."

—Emperor Palpatine

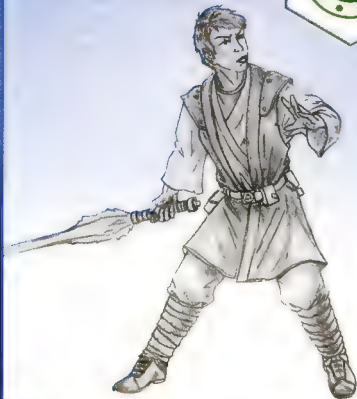


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Anakin Solo



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Anakin Solo

23

Hit Points

50

Defense

18

Attack

8

Damage

20



Special Abilities

Unique. Pilot

Melee Attack; Double Attack

Industrial Repair 30 (Replaces attacks: touch; remove 30 damage from 1 character with Mounted Weapon)

Synergy (+4 Attack for each ally whose name contains Solo within 6 squares)

Force Powers

Force 3. Force Renewal 1

Force Push 2 (Force 2, replaces attacks: range 6: 20 damage; push back target 2 squares if Huge or smaller)

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Unleash the Force 60 (Force 4, replaces attacks, usable only after an ally with a Force rating is defeated: 60 damage to all other characters within 6 squares; save 11 for half damage)



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Cade Skywalker, Padawan



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Cade Skywalker, Padawan

20

Hit Points

60

Defense

16

Attack

8

Damage

20

Special Abilities

Unique

Melee Attack; Double Attack

Force Powers

Force 2: Force Renewal 1

Essence of Life (Force 2: When a living ally within 6 squares would be defeated, that ally makes a save of 11. On a success, that ally has 10 Hit Points instead of being defeated.)

Force Heal 20 (Force 2, replaces attacks: touch; remove 20 damage from a living character)

Force Leap (Force 1: This turn, this character can move through enemy characters without provoking attacks of opportunity)



*"You're a Skywalker, Cade! Act like one!"
—Kol Skywalker*

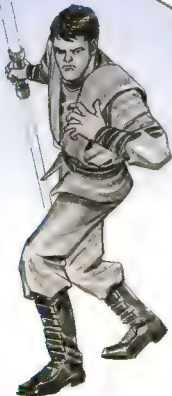


25/40 ★

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Exceptional Jedi Apprentice



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WARS



Exceptional Jedi Apprentice

24

Hit Points

60

Defense

17

Attack

8

Damage

20



Special Abilities

Melee Attack; Double Attack

Impulsive Jedi Hunter (If a Unique allied character is defeated, for the remainder of the skirmish this character has **Jedi Hunter** [+4 Attack and +10 Damage against enemies with Force ratings])

Force Powers

Force 2. Force Renewal 1

Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Master Speed (Force 1: This character can move 6 extra squares on his turn as part of his move)



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STAR
WARS

Grand Master Luke Skywalker



STAR
WARS



Grand Master Luke Skywalker

115

Hit Points

150

Defense

23

Attack

19

Damage

20



Special Abilities

Unique. Melee Attack; Triple Attack
Djem So Style Mastery (Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker with +10 Damage.)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Force Powers

Force 2. Force Renewal 2

Master of the Force 2

Force Defense (Force 3: Cancel a Force power used by a character within 6 squares)

Lightsaber Defense (Force 1: When hit by an attack, this character takes no damage with a save of 11)

Master Speed (Force 1: This character can move 6 extra squares on his turn as part of his move)

Commander Effect

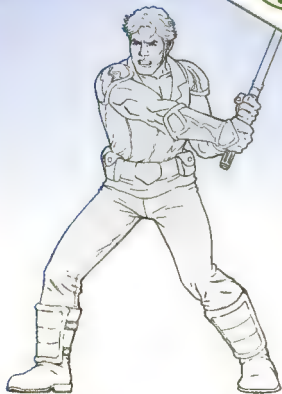
Each ally with a Force rating gains **Force Renewal 1**



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STAR
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Kol Skywalker



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WARS



Kol Skywalker

38

Hit Points

130

Defense

21

Attack

14

Damage

20



Special Abilities

Unique

Melee Attack; Double Attack

Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)

Force Powers

Force 2, Force Renewal 1

Force Push 2 (Force 2, replaces attacks: range 6; 20 damage; push back target 2 squares if Huge or smaller)

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Lightsaber Precision (Force 1: +10 Damage on next attack)

Master of the Force 2 (May spend Force points up to 2 times in a single turn)



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Kyle Katarn, Combat Instructor



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WAR



Kyle Katarn, Combat Instructor

46

Hit Points

140

Defense

19

Attack

13

Damage

20

Special Abilities

Unique. Melee Attack; Double Attack
Disruptive (Suppresses enemy commander effects within 6 squares)
Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)

Force Powers

Force 2. Force Renewal 1
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)
Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)
Master of the Force 2 (May spend Force points up to 2 times in a single turn)

Commander Effect

Allies within 6 squares gain **Lightsaber Duelist**.

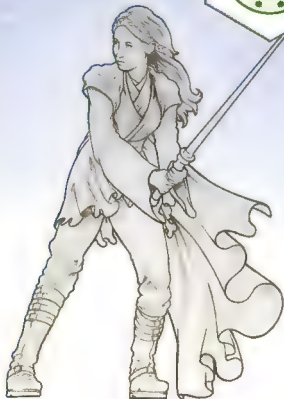


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**Leia Skywalker,
Jedi Knight**



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WARS**



**Leia Skywalker,
Jedi Knight**

25

Hit Points

90

Defense

18

Attack

9

Damage

20

Special Abilities

Unique

Melee Attack; Double Attack

Force Powers

Force 2. Force Renewal 1

Force Absorb (Force 2: Cancel a Force power used by an adjacent character)

Force Sense (Force 1, usable only on this character's turn: Enemy characters lose Stealth for the rest of the round)

Lightsaber Throw 2 (Force 2, replaces attacks: Choose 1 target enemy within range 6. Make 2 attacks against that target.)

Commander Effect

Each ally within 6 squares can reroll each failed save once.



"Keep fighting. I promise you, we will prevail."



30/40 ★

**STAR
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Crimson Nova Bounty Hunter



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WARS



Crimson Nova Bounty Hunter

15

Hit Points

30

Defense

14

Attack

4

Damage

10



Special Abilities

Bounty Hunter +2 (+2 Attack against Unique enemies)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

During the Clone Wars, this chapter of the Bounty Hunters Guild was approached by Kharris Fenn to hunt down Jedi



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Felucian



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Felucian

7

Hit Points

10

Defense

15

Attack

7

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Parry (When hit by a melee attack, this character takes no damage with a save of 11)

Force Powers

Force 1

Force Blast (Force 1, replaces attacks: range 6; 20 damage; save 11)



Shaak Ti trained these Force-sensitive people to fight against the Sith following the Great Jedi Purge.



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HK-50 Assassin Droid



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WAR



HK-50 Assassin Droid

27

Hit Points

70

Defense

18

Attack

10

Damage

30

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Opportunist (+4 Attack and +10 Damage against an enemy who has activated this round)



"Statement: I do not understand what you hope to gain by fighting us. You have no chance of victory."



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Jensaarai Defender



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Jensaarai Defender

45

Hit Points

90

Defense

21

Attack

12

Damage

20



Special Abilities

Melee Attack; Double Attack

Draw Fire (If an enemy targets an ally within 6 squares of this character, you may force that enemy to target this character instead if it can; save 11)

Force-Attuned Armor (Whenever this character takes damage, he reduces the damage dealt by 10 with a save of 11)

Force Powers

Force 3

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Lightsaber Precision (Force 1: +10 Damage on next attack)

Jensaarai, "the hidden followers of truth," blend Jedi and Sith traditions



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Peace Brigade Thug



STAR
WAR



Peace Brigade Thug

4

Hit Points

10

Defense

10

Attack

2

Damage

10



Special Abilities

Yuuzhan Vong Collaborator (Yuuzhan Vong get +1 Attack for each character with Yuuzhan Vong Collaborator within 4 squares of their target)

Believing that the New Republic was doomed to fall to the Yuuzhan Vong, the Peace Brigade sided with the invaders.

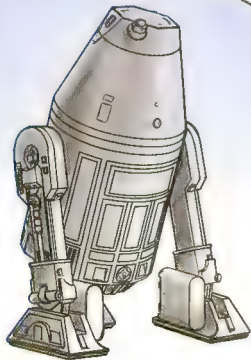


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R4 Astromech Droid



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WARS**



R4 Astromech Droid

8

Hit Points

20

Defense

15

Attack

0

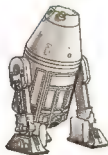
Damage

0

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Targeting (Until the end of the round, target enemy has -4 Defense)



The Industrial Automaton R-series astromech droids are ubiquitous throughout the galaxy, performing in-flight starship repairs and assisting with hyperspace navigation.



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Death Watch Raider



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Death Watch Raider

15

Hit Points

40

Defense

17

Attack

7

Damage

20



Special Abilities

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Internal Strife (On an attack roll of natural 1, this character joins the opponent's squad until the end of the skirmish)

Mobile Attack (Can move both before and after attacking)

The Death Watch was a violent splinter group of mercenaries who disagreed with Mandalore Jaster Mereel's insistence on honorable behavior.



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Praetorite Vong Priest



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Praetorite Vong Priest

18

Hit Points

40

Defense

15

Attack

4

Damage

10

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Force Immunity (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

Scarification +10 (Wounded Yuuzhan Vong allies within 6 squares get +4 Attack and +10 Damage)



The Praetorite Vong led the Yuuzhan Vong invasion forces, commanded by fanatic priests waging a crusade against the "infidel" Jedi.



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Praetorite Vong Warrior



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Praetorite Vong Warrior

22

Hit Points

60

Defense

16

Attack

8

Damage

10

Special Abilities

Melee Attack

Cunning Attack +20 (+4 Attack and +20 Damage against an enemy who has not activated this round)

Force Immunity (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

Thud Bug (Replaces attacks: range 6; 10 damage, living target is considered activated this round; save 11 negates. Huge and larger characters ignore the nondamaging effect.)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Vondun Crab Armor 11 (When this character takes damage, he can reduce the damage dealt by 10 with a save of 11)



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Yuuzhan Vong Ossus Guardian



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Yuuzhan Vong Ossus Guardian

26

Hit Points

80

Defense

18

Attack

10

Damage

10



Special Abilities

Melee Attack

Affinity (This character may be in a New Republic squad)

Force Immunity (Enemies cannot affect this character with Force powers, or spend Force points to reroll attacks against this character or to respond to this character's attacks and abilities)

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Razorbug (Replaces attacks: sight; 10 damage; save 11)

Twin Attack (Whenever this character attacks, he makes 1 extra attack against the same target)

Vondun Crab Armor 6 (When this character takes damage, he can reduce the damage dealt by 10 with a save of 6)



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